NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A. PRINTED IN JAPAN

SNS-65-USA

WARIO'S WOODS™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK, OR ACCESSORY.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo has reviewed this product and it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

ALL NINTENDO PRODUCTS ARE LICENSED BY SALES FOR USE WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.™

Thank you for selecting Wario's Woods for your Super Nintendo Entertainment System. Please read the following instructions thoroughly to ensure the proper handling and use of your new games. Please save this manual for future reference.

WARNING: Power must be turned OFF before loading or removing a game pak, as the saved contents of your Super NES cartridge may be deleted. If the POWER switch is switched ON and OFF repeatedly, the accumulated contents of your Super NES cartridge may be deleted. Avoid turning the POWER switch OFF unnecessarily (before saving the game) or data may be lost.

KIDS TO ADULTS

AGES 6+

KIDS TO ADULTS

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

TM & ® are trademarks of Nintendo of America Inc. © 1994 Nintendo of America Inc.

WARIO'S WOODS

TABLE OF CONTENTS

Story — 3

Basic Game Play — 4

Controller Functions — 5

Game Modes — 7

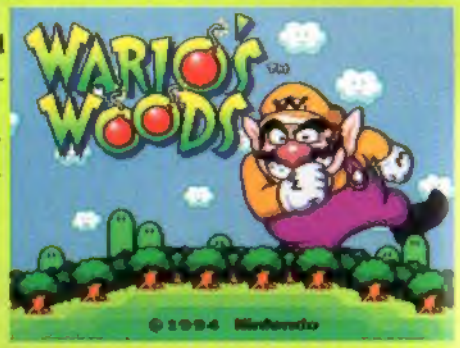
Wario's Monsters — 15

Making Matches — 16

Tactics & strategies — 20

the STORY

The Peaceful Woods was once the friendly home of sprites and other gentle forest creatures. Wario and his band of monsters invaded, though, and spoiled the serenity of the woods. The quiet, woodlands community has now been turned upside-down by these horrifying events. Wario has now named the woods after himself, and peaceful creatures are not welcome.



Toad, the Mushroom Kingdom hero, has decided to travel to Wario's Woods and put an end to Wario's evil reign of terror. Toad knows that, with the sprites help, he will be able to rid the forest of Mario's twisted nemesis. Thankfully, the sprites are able to create bombs. It's Toad's job to line up the bombs with the enemies of the woods, thus defeating those evil creatures. By clearing more and more of the woods, Toad steps ever closer to the ultimate challenge of facing Wario.

Basic game play

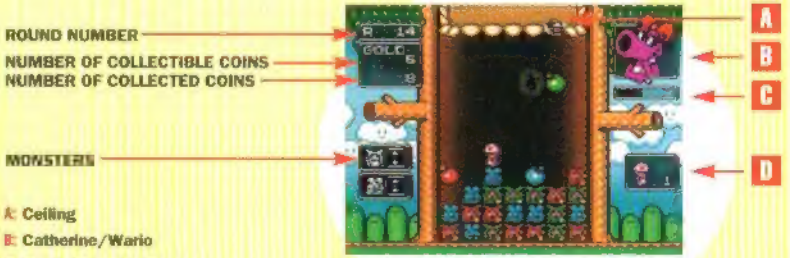
Toad's goal is to rid the woods of monsters. Catherine and the Sprite assist Toad by tossing bombs into the playing field. Toad can move the pieces that drop into the field once they stop falling. Once the Bomb Time ends, Wario will appear, and his Black Bat will throw monsters along with bombs into the playing field. Wario will shake the trees and make the ceiling of the playing field sink. When Monster Time ends, Catherine and the Sprite will reappear.

Bomb Time: The Sprite drops bombs and the ceiling stays up
Monster Time: The Black Bat drops monsters and bombs. Wario makes the ceiling sink.

Monsters are cleared by arranging three or more monsters and bombs of the same color in a vertical, horizontal or diagonal line. The bomb(s) in the line will explode and take the monsters with them. When all of the monsters on the screen are gone, the round will be completed and you will move on to the next screen.

If the whole screen gets filled with monsters and bombs, the game will be over!

Wario's Woods automatically saves your progress periodically. To be sure that your saved information is not deleted, turn the power switch OFF only when you are at the title screen (pictured on page two). During game play, you can access the Game Select screen by pressing START and SELECT simultaneously. Once at the Game Select screen, press B to return to the title screen.



Controller Information

There are two different controller set ups that can be used in Wario's Woods. When you start the game, you will automatically use the A type set up. If you would like to choose either the A or B type controller set up, you can make your choice in the Options screen under Button Select.

CONTROLS FOR BOTH A AND B TYPE SET UP:

START: Go to game select screen/bypass screen text/pause game play
START + SELECT: Press simultaneously during game play to return to the game select screen
** This is a quick way to stop playing and select a different game mode **

A button: Select highlighted choice on the game select screen

B button: Cancel choice on game select/game information screens

L button: Kick monster or bomb to the left (only one monster or bomb)

R button: Kick monster or bomb to the right (only one monster or bomb)

CONTROL PAD: Move to highlight choices on Game Select, Options screens

↑ : Escape from bottom of stack of monsters and bombs to the top

↓ : Make monsters and bombs fall faster

→ : Move right/climb stack or wall to the right/fall from top of stack

← : Move left/climb stack or wall to the left/fall from top of stack

A TYPE SET UP:

A button: Pick up/place a stack of monsters and bombs

B button: Pick up/place a single monster

X button: Escape from the bottom of a stack to the top

Y button: Kick (you cannot kick more than one item)

** To kick, you can also press ↓ on the control pad plus A or B, or use the L and R buttons

B TYPE SET UP:

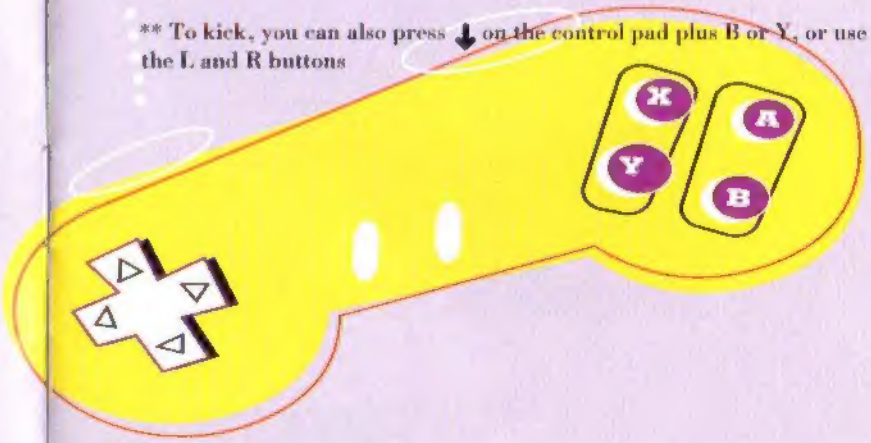
A button: Kick (you cannot kick more than one item)

B button: Pick up/place a stack of monsters and bombs

X button: Escape from the bottom of a stack to the top

Y button: Pick up/place a single monster

** To kick, you can also press ↓ on the control pad plus B or Y, or use the L and R buttons



Game Modes

Wario's Woods features two modes in which you can face an opponent. The first mode is one player versus a computer player (VS COM). The other mode is a two player game (VS 2P). There are some strategies that apply to both the VS COM mode and the VS 2P mode.

In both games, you can win by either clearing your screen of monsters first, or by filling your opponent's screen with monsters and bombs. There are attacks that each player can utilize to help them defeat their opponent.

The VS modes feature a best three out of five match to determine the winner.

VS COM

In the VS COM mode, you will face a series of computer opponents. Progress toward your climactic struggle with Wario as you dispatch his henchmen along the way. You may choose from three difficulty settings at the beginning of your battle. Can you go all the way to Wario?

Here are a few of Wario's minions that you must face on your way to confronting Wario himself.

Sam Spook

Aqualea

Mangylox

VS 2P

Playing the two player mode gives you a chance to test your skills against someone you know. After you select the VS 2P mode with the A button, use the control pad and the A button on controller one to select a data file where the matches will be recorded. Once a data file has been selected, use the control pad and the A button on controller one to select the type of monsters appearing in the playing field. How fast the bombs fall and how high the monsters fill the playing field at the beginning of each match are then selected by each player by using the control pad and the A button.

VS Mode Attacks

Use the following attacks to help you defeat your opponent. Use the attacks to clear your screen as quickly as possible or fill up your opponent's screen.

CHAIN REACTION ATTACK

Create Chain Reactions to help you in your battle with your opponent. A Chain Reaction occurs when a match of bombs and monsters directly results in further matches as pieces fall into place. The attack outcome would be one of the following:

Your Bomb Time is increased

A stack of monsters appear on your opponent's playing field

The ceiling in your playing field rises by one row per reaction, plus one.

CEILING ATTACK

If you make a match of four or more pieces, your opponent's ceiling will sink. The more pieces in the match the farther your opponent's ceiling will sink.

DIAMOND ATTACK

A diamond will appear if you make a match of five or more monsters and bombs. If you make a match with the diamond, all of the bombs in your opponent's field will become monsters.

EGG ATTACK

If, by placing a single bomb or monster, two matches explode simultaneously, an egg will fall into your opponent's field. The egg will hatch and more monsters will fall onto your opponent's field.

If an egg is on your field, you can stop the extra monsters from falling onto your field by breaking the egg before it hatches. To break the egg, pick it up and put it down again.

Round game

The Round game is a chance for you to see how far you can go into Wario's Woods. In the Round game, you must simply clear the screen of all monsters to progress to the next level. Your progress will automatically be saved every five levels.

You can also earn coins by clearing a screen as quickly as possible. If you collect 50 coins, you will be awarded a Continue. A Continue will allow you another chance at beating the level where you lost.

Time Race

In the Time Race, your challenge is to complete five sets of screens in the quickest time possible. You can establish times in Easy, Normal or Hard mode.

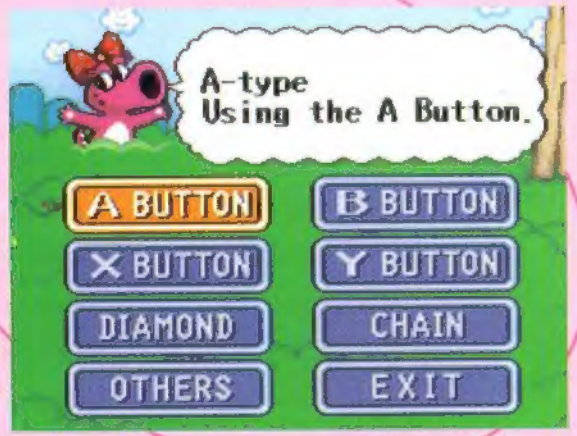
To establish an overall time in each mode, you must first complete four separate rounds, with a time record being set in each round. For example, if you select the Easy mode, you must play through four rounds, the first being a two screen race, the second being a three screen race—the third being a four screen race and the fourth being a five screen race. A time record will be kept when you complete each round. The times you set in each round are totaled to give you an overall time. Check your overall time to see if you can finish in bronze, silver or even gold medal time.

You can replay any round in order to improve your overall time mark. Try each different level to see which one gives you the greatest challenge.

Lesson

The Lesson mode gives players a chance to actively learn how to make matches using the A, B, X and Y buttons. There are also demonstrations of advanced techniques such as how to make a Diamond, how to form chain reactions, and other miscellaneous ways to make matches.

On the main screen in the Lesson mode, select the demonstration by using the control pad and the A button. There are explanations of all techniques, as well as chances for the player to complete matches using each technique. Use the A button to select and the B button to cancel in the Lesson mode.

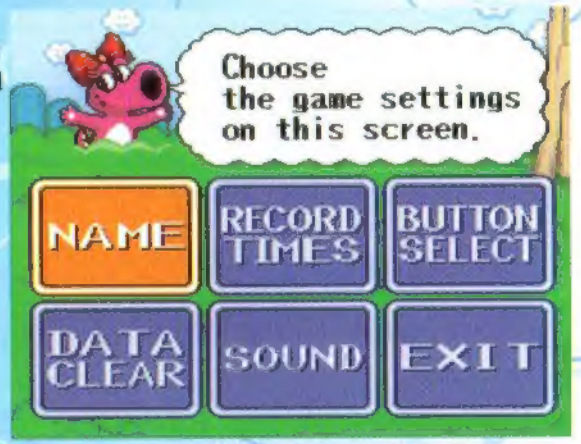


Options Screen

In the Options menu, the player can enter a name for one player and Vs. battles, view record times from the Time Race, choose either the A or B type controller set up, erase saved data, or change from stereo to mono sound and vice versa. As with the main menu, use the A button to register a choice and the B button to cancel.

In the Name menu, you will find four data files where two-player action can be saved. For single player action, a name can be entered by choosing the 1P Mode.

The controller set up can be selected in the Button Select screen. Player 1 and 2 have a choice between the A and B type controller set up.



You can erase saved data in the Data Clear screen. You can choose to delete information from the 2P Vs mode, Round Game or the Time Race.

Wario's MONSTERS

Wario has a number of different monsters for followers. You can defeat each type of monster by meeting the following conditions:

Fuzz, Spud, and Squeak—Arrange two or more like monsters in a vertical, horizontal or diagonal line with at least one bomb.

Beaker and Scram—Arrange two or more like monsters diagonally with at least one bomb.

Spook—Arrange a match, and this monster will begin to flash. Arrange another match while the Spooks are flashing to make them disappear.

Dovo—Arrange one match, and the color of this character will change. Arrange a second match with the new color to make the monsters disappear.

Making Matches

Picking up/Placing/Kicking monsters and bombs

The following information is explained as though the player is using the A type controller set up. The B type set up changes the buttons used to perform the following maneuvers.

Picking up stacks of monsters and bombs

Press the A button to pick up a stack of monsters or bombs

Press the A button to place a stack in front of Toad. Toad cannot place a stack onto another stack of three or more pieces, unless he is jumping down from another stack.

If you press the A button while climbing, you can pick up the piece that is the closest to Toad, as well as all the pieces above it.

Picking up and placing single monsters and bombs

Press the B button to pick up a single monster or bomb, even if it's in a stack.

Press the B button to place a single piece in front of Toad. If Toad is caring a stack, press the B button to place only the piece that is just above Toad's head.

If you press the B button while climbing, Toad will pull the closest monster or bomb out of the stack.

Kicking

Press the Y button to kick. Toad can kick only a single bomb or monster. Even if Toad is carrying pieces, he can still kick other pieces.

You may press ↓ and A or B to kick, or you may use the L and R buttons as well.

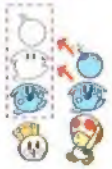
Examples of successful matches

1. Toad drops a Spud by pressing the A button and makes a match with a bomb and another Spud of the same color.

2. A match is made as Toad drops a bomb by pressing the A button.

3. By walking to the right while holding a monster, Toad makes a match with a bomb and another monster.

4. Jumping down to the right results in another match.



5. Toad makes a match by pressing A to place a Fuzz and a bomb on top of another Fuzz.

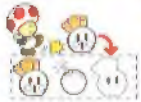
6. Toad moves to the right while holding a stack of monsters and waits under a bomb as it drops.

7. By pressing the B button, Toad is able to pick up a bomb and make a match.

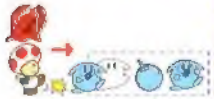
8. By pressing the B button, Toad picks up a monster which results in a bomb dropping and a match being completed.

9. Toad picks up a Spook using the B button to make a Beaker drop into a diagonal match.

10. Toad picks up a Squeak to the right, which results in a diagonal match with a bomb and another Squeak.



11. Toad kicks a Spud to send it sliding to the right. When the Spud drops, it forms a match with a bomb and another Spud.



12. By kicking a Fuzz, Toad makes a match with a bomb and another Fuzz.

Tactics

There are some special tactics that you can employ to help you in your battle against Wario. Use of these tricks will maximize your effectiveness in all areas of Wario's Woods.

CHAIN REACTIONS

When one match of bombs and monsters leads directly to another match as pieces fall into place, the resulting Chain Reaction will cause Bomb Time to increase and Monster Time to decrease. The ceiling will also rise one row per match, plus one.

DIAMONDS

When you make a match of five or more monsters and bombs, a diamond will appear. If you make a match with the diamond, all monsters the same color as the diamond will be destroyed. Diamonds appear in random colors.

RAISING THE ROOF

Wario pushes the ceiling down when he appears. The following four techniques can be used to raise the ceiling on the playing field.

- MAKE A DIAGONAL MATCH OF THREE PIECES ▸ THE CEILING GOES UP ONE ROW
- MAKE A MATCH OF FOUR PIECES ▸ THE CEILING GOES UP TWO ROWS
- MAKE A MATCH OF FIVE PIECES ▸ THE CEILING GOES UP THREE ROWS
- MAKE A MATCH OF SIX PIECES ▸ THE CEILING GOES UP FOUR ROWS

REV-A

WARNING

CAUTION: This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

The contents of this Caution do not interfere with your statutory rights.

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This manual and other printed matter accompanying this game are also protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo distributor.

Warranty and Service Information

REV-F

3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks & Accessories) Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY

(Hardware Only) Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problems with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER® or you will be offered express factory service through Nintendo. You also may refer to your yellow pages directory under the heading of Video Games - Service & Repair for the nearest authorized service location. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.